

CW

FOR ADVENTURE TIME:
THE ROLEPLAYING GAME

Dungeon Module CW

Floop the Pig

SPECIAL MODULE FOR CHARACTER LEVELS 1-3



Magic Man has stolen the ALPHAMETICAL copy of the IMMORTAL MAIZE WALKER card from the MASTER BINDER, an ancient artifact that holds the first and most powerful version of every CARD WARS card.

The dastardly spellslinger is attempting to dupe these terrifying creatures and build an unstoppable army that will ravage the Land of Ooo!

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Exclusive
Card Wars
Module



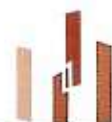
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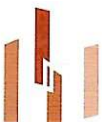
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FOREWORD

Welcome to **Floop the Pig**, a 5E module for **Adventure Time: The Roleplaying Game**. The Land of Ooo is filled with adventures of every kind imaginable, so having a magical Adventure Time Card Wars adventure seemed too perfect of an opportunity to miss. We've ported in the creatures of Card Wars to play in the poetic ploys of Magic Man. We've written rules for resolving a Card Wars match using a trusty d20, and we've sent the players to a Card Wars tournament hall to discover the truest meaning of Christmas. Or at least, to find a scheming scoundrel!

INTRODUCTION

Magic Man has stolen the Alphametrical copy of the Immortal Maize Walker card from the Master Binder, an ancient artifact that holds the first and most powerful version of every Card Wars card. The dastardly spellslinger is attempting to dupe this terrifying creature and build an unstoppable army that will ravage the Land of Ooo!

Your adventurers are summoned by Prismo (the keeper of the Master Binder) to stop Magic Man and his cardboard catastrophe. They need to find him and **GET THAT CARD BACK!**

And to help you on this mighty quest, Prismo has recruited **THE PIG** to join your adventuring party! Overcome a series of harrowing encounters and battle Magic Man in a head-to-head, card-slinging showdown. It's a Card Wars campaign in the Land of Ooo you'll never forget!

You hold in your hands a complete adventure and scenario for a short 5E adventure in Ooo! Each area has descriptive text in a box that describes the situation as the players perceive it when they arrive; read this aloud or use it to make your own description. Any boxed text in italics is conditional information based on the players' rolls and actions. Basic stats for creatures encountered may be written on the page they show up, but you can always reference their full statistics in the **Bestiary** on page 19.

If you are entirely new to 5E and d20 roleplaying systems, you can find the System Reference Document (SRD) here: <https://dnd.wizards.com/resources/systems-reference-document>

You'll need a few players to act as 1st level adventurers in the campaign (they can use the pregenerated



characters on pages 26-30 or roll their own), and one person to be the Dungeon Master (you!) who uses this book to guide the players through a truly algebraic quest in Ooo. The text should help the Dungeon Master decide what will happen next, depending on what the players do, but don't be afraid to make it up. Just rely on your love and knowledge of Adventure Time and Card Wars, and you can't go wrong.

Each player should take a moment to look over the character they have chosen to get an understanding of what they can do. This is a great time to give the character a personality and think about their appearance. Large or small, hair color, wardrobe; these are all decisions each player gets to make. Lastly, make sure they name their character.

The Dungeon Master should review this book, have an understanding of the flow of the adventure, and familiarize themselves with the basic contents of each encounter. The Dungeon Master should keep the book for reference throughout the game.

Oh, and have a **GREAT TIME!**

"Ah, flooping the Pig! The perfect way to mix magic and mayhem."—Magic Man



PART 1: THE TIME ROOM

As the dawn sun rises across the beautiful world of Ooo, creatures and persons and breakfast sandwiches begin to stir from their nests, ready to face a new magical day in Ooo. Deep under the ground, tables are being set, booths erected, and banners hung as many hands begin to shuffle many cards. Elsewhere...

Have each player describe a scene somewhere in Ooo where their character is at this moment. Give that player a few moments to describe their character's appearance, personality, and current activity. Then, repeat with the next player until everyone has been introduced. On the last player, describe each character frozen in a moment of action as each of their bodies turns into glitched square particles that fly up into space, directly into the realm of Prismo.

All at once, across Ooo, each of your bodies is zooped up by glitchy cosmic magic. Still in the exact positions you just were, you feel yourselves stretching and squashing like data in a cable, flying at the speed of light through space. In less than a moment, making this journey entirely imperceptible, you find yourselves in a great, featureless yellow box. Centered on three of the four walls are rectangular doorways, each leading into a straight staircase. The fourth wall is empty.

As the players enter, their frozen actions continue as if they'd never stopped. An axe swinging mid-air, a hand reaching out to steal a prized gem, teeth chattering where once there was a glorious sandwich. Out of the chaos of that moment, a booming voice comes from the walls. The players may notice Prismo, a pink, two-dimensional silhouette of a man. Prismo has brought the party to his dimension to offer them a mission to stop Magic Man.

"Ooo, hey, sorry about the rough ride," Prismo says, "I couldn't think of a better way to get all of you in the same place." Prismo's flat body moves smoothly across the walls and floor as he gestures towards the blank wall. On it appears an image of a binder full of Card Wars cards with one card missing from the center. "I brought you here because Magic Man stole a crazy rare Card Wars card from the Master Binder: the Immortal Maize Walker. With it, he's going to summon an army of Card Wars monsters and seriously mess up Ooo!"

Each of the characters has some connection to Magic Man, Card Wars, or at the very least the protection of Ooo. As the players discuss the situation with Prismo, feel free to bring up the following elements of this adventure:

- The Master Binder holds the most powerful versions of every card, called the Alphametrical copies. This means that Magic Man's Immortal Maize Walker holds some seriously dangerous magic that could donk up both Ooo and Card Wars.
- The Card Wars International Championship is starting this very afternoon, and Prismo suspects Magic Man will attend to use his powerful new card.
- If the players ask for a reward, Prismo will freely bargain. He won't provide anything significant in advance, but players could ask for a common magic item, or a reasonable amount of money (anything up to 1,000 gold pieces total). Prismo will not bargain with wishes, and prefers to make food for people over anything else (he makes excellent pickles!).

Once the players are acquainted with Prismo and have agreed to take the adventure, or if the players ask for help, move to the next section: **The Pig!**

The Pig

Prismo continues, "Of course, there is no way you could accomplish all of this on your own. I have procured for you the very power you need to counter the Alphametrical Immortal Maize Walker. Let me present to you, the Alphametrical Pig! I delved deep into the ancient texts of play and counter-play to find this perfect foil that holds the power to defeat Magic Man." Prismo holds out a card to the players.

- If the players ask how Prismo knows, he reiterates reading the ancient Card Wars texts and will even show them to the players to prove it, but he will not let the players touch them: "Oh I'm sorry, these ancient texts are like, ancient fragile."
- If the players ask how the Pig will be able to help them on their missions, Prismo explains that the Pig looks simple and weak, but it has the ability to weaken and eat any Cornfield monsters.
- If the players ask for more or different Alphametrical cards, Prismo pretends he has to go and transports them away, saying, "THANK YOU!"
- If the players tell Prismo that the Maize Walker isn't a Cornfield creature, and they are worried the Pig won't help, Prismo will say "Well, I know that and you know that, but does HE know that?"

The party receives the Alphametrical Pig card, a magical item that is detailed later in the book. The bearer may always use it to summon the Pig to a field of battle for assistance, and gains a few other powers. If the Pig dies, it can be summoned again after a short rest. The card can only summon one Pig at a time. Prismo is unable to explain how it works, but will tell the players that “flooping” is the key.

- If the players immediately summon the Pig, Prismo says, “He’s so cuuuute!”
- If the players argue over who gets the card, Prismo threatens to cut it in half. He won’t do so, but he will take it away from them if they can’t agree.

Once the players have acquainted themselves with the Pig, move onto **The Quest**.

The Quest

Before sending the party off, Prismo warns them that Magic Man is a cosmically dangerous threat. Prismo can undo some of his magic, but the Alphametrical card has granted Magic Man too great of a reach for Prismo to fully fix. Once the players understand their quest and its stakes, Prismo sends them off unceremoniously. In an instant, the players are teleported via Prismo’s glitchy magic back to Ooo.

PART 2: THE TOURNAMENT

You teleport into the large cavernous entrance of a long, cold hall. Tables stretch out before you, with all the wonderful persons of Ooo arrayed around them, hunched over beautiful cards. To your left are a set of stands selling food and clothing, while in the shrouded distance behind the tables you can see a stage and another set of booths. The activity at the tables is intermittent, with a selection of tables focused on a few pre-Tournament matches. Other persons move through the tables alone or in small groups. There is a line at one food stand, a sign announces that the merchandise store is sold out of “Grand Prix huggy shorts.” A muffled but loud voice breaks out over a loudspeaker, saying, “Thirty minutes to the main event.”

Perception DC 12: One match has a crowd of onlookers surrounding it. To your right are many other people playing cards, but with a louder hubbub and more of a casual air.

Perception DC 15: You see a blue lumpy person loudly lecturing a young goblin child over the game.

The Tournament is in a large space with several encounters happening in it. Allow the players to choose what they want to investigate and where they want to go. Don’t make it difficult for them to find encounters—freely describe what is more interesting about an area, but you don’t need to guide them by the hand. If they decide to spend a chunk of time with any person or persons, you can repurpose information or challenges from the pre-written encounters if necessary.

The players are here to find Magic Man, and he is hiding in disguise among the players at the Tournament. He will move from area to area, and therefore shows up in disguise in multiple encounters below (if the players engage that encounter, he will be there).

He starts as a small goblin child, and if the players have encountered him already, he will become a large party bear in Grand Prix huggy shorts, and if they have encountered him twice, he will become a quiet, well-dressed mushroom person. Simply substitute those guises for the small goblin child in the encounters.

After the players have engaged with three or four encounters, the Tournament will begin, and you can go to the **Tournament** section (page 12). Feel free to mark time after each encounter with an announcement over the difficult-to-hear loudspeaker.

BEFORE THE TOURNAMENT

- When the players move from one area of the Tournament to another, roll on the **Random Encounters** table on page 10.
- If the players choose to wait for the Tournament to begin, roll on the **Random Encounters** table on page 10. If they roll a 1, they register the wrong deck.
- If the players sign up for the Tournament, you may allow them to wait and jump straight to the **Tournament** section on page 12.
- If the players choose to play a match, you may play actual Card Wars, or use the Card Wars rolling system in the **Tournament** section on page 12.
- If the players find and reveal Magic Man during their investigation, he will execute his theft, and you should go straight to the **Theft** section on page 13.



ENCOUNTERS

Food Stalls

A small stand has an enormously long line of attendees stretching away from it. A sign at the front says "CORN BURGERS & SWAMP FRIES." A steady stream of persons carrying food away from the stand hold plates with large yellow burgers and messy fries piled onto them.

Perception DC 12: The attendees seem mostly grumpy.

The stall's food is disgusting, and the line takes 10 minutes. The stall is so overwhelmed that they are just handing food out, and players can take food without paying if they choose.

- If the players eat the food, they should make a DC 10 Constitution Saving Throw or be nauseous for the next encounter.
- If the players try to cut in line, they will anger a large house person, who will attempt to shove a player, attacking at a +6 and dealing 5 points of damage. If the players retaliate, the crowd will attempt to pacify them verbally for one round and then security will show up to break up the fight in the second round. If the players kill the house person (AC 10, 8 hp), security will show up to escort them out, and Magic Man will execute his theft in the commotion. Jump to the **Theft** section on page 13.
- If the players ask people in line about the food, they will be told it is the best food in Ooo. A DC 18 Insight check reveals that this is a lie, even if the person believes it is true.
- If the players ask about Magic Man, someone mentions that a guy in a yellow hat was here and smelled just like the swamp fries.
- If the players try to look at and smell other people's food, a DC 15 Perception check will reveal that it is disgusting.

Back of Hall Stalls

These stalls appear to be engaged in the business of selling and trading Card Wars cards. A crowd of people is speaking simultaneously to the three vendors, who are managing a dizzying array of exchanges and discussions with words and terminology that you find hard to follow. Two banana guards jostle a small goblin child out of their way as they push to the front of the counter. A pair of squirrels walks past you, saying, "Can you believe the prices on those cards? Psssh. A full set shouldn't cost that much, no matter how old it is."

Perception DC 12: The third vendor seems to have the most interest in his products and his stall is the most neatly arranged.

Perception DC 16: The goblin child is examining a glass safe at the end of the stall, with a beautiful card binder in it.

These are the card trading booths. There are three vendors, who each sell Card Wars cards to the players.

- No one here has seen Magic Man, but everyone is excited to see an Alphametrical card, if the players bring it up.
- If the players ask about other Alphametrical cards, they are told the third vendor might know something about it.

The first vendor is Choose Goose. Choose Goose speaks primarily in rhyme (he is not opposed to the use of near rhymes!). Here are some rhymes pertaining to Card Wars that Choose Goose might use in conversation: card, hard; Card Wars, cardboard; magic man, tragic fan; dramatic plan, emphatic ban; lose, news; choose, clues; win, begin. If you're stumbling, the rhyme scheme is not necessary and you can just describe the gist of his speech.

"Yoo hoo! Who you?" You hear a voice from a silly-looking bird behind the first vendor's stall. "If you're to enter this fine competition, you'll find my items worthy of addition."

- Choose Goose will sell players a Card Wars starter deck, though it may be missing cards and have other random cards shoved into the deck. He will trade it for a verse in iambic pentameter or a DC 20 Performance check. If they purchase a deck, he will recommend they enter the Tournament.
- On a DC 16 Persuasion check, Choose Goose will offer to sell real adventuring gear to the players. Anything off the standard list is available, but the first time a player uses it, they must roll a d20.
 - On a 16 or higher, the object is extra cool, and they gain 1 inspiration per day that can only be spent on a roll that involves the gear.
 - On a 5 or lower, the gear immediately breaks.
 - Otherwise, it functions as normal. Only make this roll once.

The second vendor, a wildberry person, is arguing with banana guards. The players cannot get the vendor's attention without talking to the banana guards, who are looking for anything "suspicious." The players can give

the guards information that will send them away, or convince the guards they have everything in hand (DC 14 Deception or Persuasion check).

- The vendor will sell the players a Card Wars starter deck for 10 gp, or a Faction Set for 25 gp. If they purchase a deck, she will recommend they enter the Tournament.

The third vendor, a very neatly dressed goblin, has a Cornfield Faction Set of Unlimetrical cards, the oldest standard printing, inside a binder. It costs 10,000 gold pieces. He keeps it in a glass safe near the corner of the booth. The goblin child who is examining the binder will suggest the players sign up for the Tournament if they talk to him. This is Magic Man.

- If the players ask about the binder, he will say the cards seem really cool—he wishes his dad would buy them for him.
- If the players ask if the vendor is his dad, he asks if they think all goblins look alike.
- If the players ask where his dad is, he says he is dead.
- If the players say he should buy the binder himself, he will cry.
- If the players ask how his dad could buy him cards if he's dead, he will cry.
- If the players ask him about his deck, he will show them a corn-themed starter deck with few changes made. On a DC 20 Investigation or Insight check, they will notice a particularly shiny card in a plastic case in his back pocket—the Alphametrical Maize Walker. Magic Man will reveal himself, snatch the safe with magic, and disappear. Go to the **Theft** section on page 13!
- If the players think he is suspicious and push him, he will reveal himself, snatch the whole safe with magic, and disappear. Go to the **Theft** section on page 13!
- The vendor will sell a Card Wars Starter deck for 12 gp, and a Faction Set for 30 gp. If the players purchase a deck, he will recommend they enter the Tournament.

Tournament Tables

A sharp-looking cat sits alone at a table, shuffling and sorting cards. Several onlookers are watching him, and you see a saddened party bear walking away from the table.

History DC 12: This is Grand Prix, possibly the best Card Wars player in Ooo.



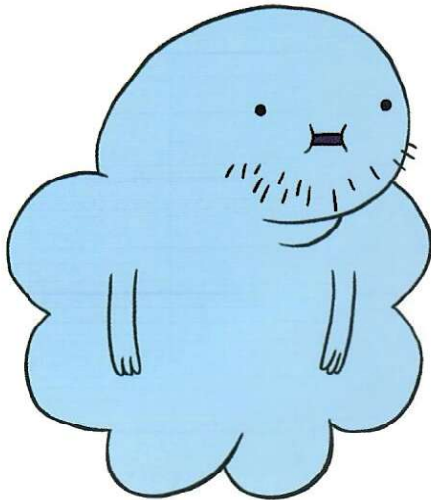
Grand Prix will mention that he thinks there are always suspicious activities at the tables. He will also taunt the players into entering the Tournament.

- If the players enter the Tournament after Grand Prix taunts them, they get advantage on their second roll in every match.
- If the players ask what is suspicious, Grand Prix will mention a weird, boggy stench.
- If the players challenge Grand Prix to a match, he declines, saying he has to save himself for the Tournament.
- Grand Prix has a spare Sweet Brew deck the players can try to acquire for a fair value trade or a convincing argument (DC 20 Charisma check).

Play Tables

A patchy-bearded lumpy space person hovers around a table where a goblin child is struggling with a Card Wars deck. He issues short peremptory commands before sitting down and playing his own deck, decimating the goblin child's creatures.

Insight DC 18: The goblin child seems amused rather than upset at being berated.



This is Mike R., who is teaching a newbie how to play the game, possibly in an annoying or overbearing way, but with genuine guidance. Mike does not have great social skills, but he is a tireless evangelist of Card Wars.

- If the players ask for tips, Mike will happily spend 10 minutes coaching them. One player with proficiency in gaming sets may add proficiency in Card Wars.
- If the players tell him to go easy on the kid, Mike will opine for 10 minutes on how nothing worthwhile in life is ever easy and the youth need to suck it up. By the time he is done, the goblin child will have left and all players must make a DC 12 Wisdom Saving Throw or take 1d4 psychic damage from boredom.

Magic Man is the newbie, but in disguise, and can be detected by the players. He will whine a lot about losing, but seems amused by Mike.

- If the players ask why he is amused, the goblin child will begin to cry.
- If the players ask the goblin child if he is okay, the goblin child will nod mutely.

- If the players ask if anyone needs anything, Mike R. will interrupt and ask the players to bring two corn burgers with swamp fries, so he and the goblin child can focus.
- If the players ask to see the goblin child's deck, he runs away.
- If the players challenge the goblin child to a game, he refuses.
- If the players chase the goblin child, grab his deck, or insist he play them, Magic Man will reveal himself and trigger the distraction. Go to **Theft** section on page 13.

Random Encounters

ROLL 1D20

1 – You get lost and end up in a different section of the hall. Stay here and do something, or go where you initially intended, consuming 10 minutes.

2–4 – You run into a large house person, who will attempt to intimidate a player, rolling at a +2 and with advantage.

- If the players are not intimidated, they may walk away, or can attempt to intimidate or deceive the house person. If they succeed, the house person runs away and drops a Faction Set.
- If the players are intimidated, the house person will demand their Card Wars deck.
- If the players attack or threaten the house person, security will show up to escort them out, and Magic Man will execute his theft in the commotion. Jump to **Theft** section on page 13.

5–14 – No encounter.

15–17 – A kind-looking old gnome with a glint in his eye asks if the players wish to become great Card Wars players.

- If they say yes, he will give them a Sweet Brew deck and tell them to sign up and win the tournament.
- If they say they already are great, or anything else, he will sadly say he hopes they find success and walk away. A small Fear Feaster will attack the lead player (+6 to attack, 1d3 psychic damage) at the beginning of every encounter until the player does something demonstrably brave, or tricks it into the open where it can be blasted (AC 12, 24 hp, immune to non-magical damage).

18 – A pair of blue people, Todd and Jennings, approach the players looking for their decks. They've already signed up for the tournament, but they left their bags under a table while they were eating corn burgers. They ask the players to help search the hall for their missing decks.



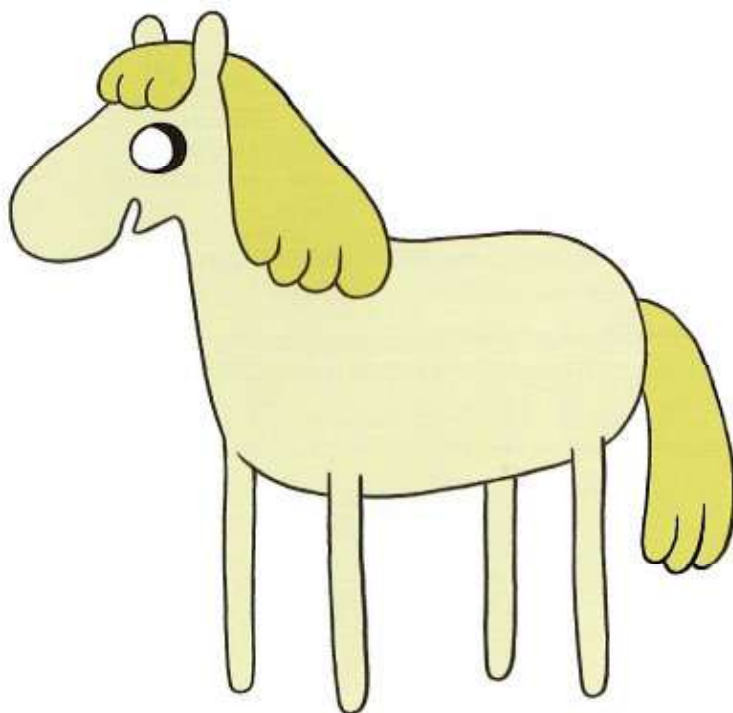
- If they agree to help, they must make a DC 10 Investigation check to find two deck boxes in the fryer of Corn Burgers. The manager of the Corn Burgers will not allow the players to retrieve the boxes, so they must find another way. As a reward, Todd and Jennings will offer advice to the players, giving them proficiency with Card Wars.
- If they do not agree to help, one of the players will face Todd in the first round and receive a free win, but they will face Jennings in the second round. Jennings will be angry with the player for not helping, and will roll his opposed checks at +3 that round.

19 – A yellow horse named Moniker is overseeing a game as a judge. At her table, there is a turtle person and a cool punk-rock guy arguing over a ruling she's made. Fed up, she sends the turtle person and punk away from the table so she can evaluate the game and fix their mistake. Still arguing, the turtle person and punk bump into the players.

- If the players take the turtle person's side, the punk (AC 12, 6 hp) will attack them with +1 daggers.
- If the players take the punk's side, they must pass a DC 15 Gaming Set check (Intelligence) or Wisdom saving throw.
- If they fail, they take 1d4 psychic damage from the turtle's insults. If they succeed, they successfully argue around the turtle.
- If the players attempt to calm the two down, they must succeed on a DC 10 Persuasion check. If they succeed, the turtle person and punk return to the table and Moniker rewards the players with a Faction Set. If they fail, the two continue fighting.
- If the players do nothing, the two will continue fighting.

20 – The players come across the Cosmic Owl browsing the stalls at the back. He will not acknowledge the players' surprise that he is a cosmically powerful being attending a card game tournament. He often plays Card Wars with Prismo, but he always loses (even when he sees the future). He's looking for a deck, some advice, or anything that could give him an edge on Prismo.

- If the players offer advice, they must make a DC 16 Gaming Set check (Intelligence). On a success, Cosmic Owl will take their advice to heart and thank them. Every roll the players succeed on in Card Wars games will be worth twice as many hit points. If they fail, Cosmic Owl will say he lost them at "floop." He thanks them anyways, and every roll the players succeed on in Card Wars games will be worth an additional hit point.
- If the players suggest the Cosmic Owl buy a new deck or new cards, he will pick the most expensive deck available at the stalls, an Unlimetrical version of the deck that Grand Prix used to win last year's Tournament. As thanks for helping decide, he will upgrade whatever deck the players have to a Sweet Brew deck.
- If the players offer the Cosmic Owl the Alphabetical Pig, he will say he's seen this card before in Prismo's binder. He will take it and buy them an Unlimetrical Pig from the stalls. The Unlimetrical Pig is just a cool Card Wars card, but it will not summon the Pig and has little use in combat. If put into the players' deck, the players will add a 1d4 to their Card Wars opposed roll.



TOURNAMENT

The loudspeaker suddenly blares, "Calling all competitors! Please report to the main Tournament tables now."

The Tournament begins! If the players choose to sign up and do not have a deck, the candy person at the registration desk offers them a Loaner deck.

If the players enter the Tournament, you may allow them to play a micro Tournament of Card Wars with real Card Wars decks, if you have them! The winner is considered the winner of the Tournament.

If you don't have real Card Wars decks, you may instead have players use their characters' skills to play the Card Wars Tournament. To win the whole tournament, a player must win five Card Wars matches in a row. Magic Man is in the Tournament, and the players can still catch him! When the Tournament is finished, Magic Man will execute his scheme.

Each Card Wars Match has one to nine opposed d20 rolls between the two competitors.

- The competitor that loses the opposed check loses 5 hit points in the match.
- The first competitor to lose 25 hit points loses the match.
- Any player may make an Intelligence check to play Card Wars.
- Players with any Gaming Set proficiency may add their Proficiency Bonus to the check.
- Players with proficiency in Card Wars itself may make a check with Proficiency against any statistic of their choice.
- If you have a Loaner deck, take disadvantage on your first roll in every match.
- If you have Choose Goose's deck, the first roll in every match is worth 10 hit points.
- If you have a Faction Set, take advantage on your first roll in every match.
- If you have a Sweet Brew deck, take advantage on every roll in the match.
- If one competitor beats their opponent in the opposed check by 8 or more, they take advantage on the next roll.

Players may enter the Tournament, looking for Magic Man. Magic Man will enter the Tournament, and will crush his opponents in rounds 1, 2, and 3.

- If the players ask who is doing well, Magic Man in his current guise will be mentioned, as will Grand Prix.
- If the players approach Magic Man between rounds, he will say that the sweetest corn grows in the swamp, and that is all he needs to know to win against any opponent.
- If the players ask him about his deck, he will show them a corn-themed starter deck with few changes made. On a DC 20 Investigation or Insight check, they will notice a particularly shiny card in a plastic case in his back pocket—the Alphametrical Maize Walker. Magic Man will reveal himself, snatch the safe with magic, and disappear. Go to the **Theft** section on the following page.
- If the players think he is suspicious and push him, he will reveal himself, and disappear. Go to the **Theft** section on the following page.

Magic Man will play one of the players in round 4. He will use a non-Alphametrical Immortal Maize Walker in the first turn that makes more Maize Walkers than it should. He has advantage in the first round.

- If the players snatch the Maize Walker card he played, he calls the judges and, in the confusion, perpetrates the theft.
- Magic Man rolls his opposed check at +5, and every roll in the match is worth 10 hit points.
- If multiple players are in the tournament and have made it to round 4, have the other one play against Grand Prix.
- If the player goes down to 5 hit points in the match, Magic Man will stand up, and say, "I am afraid that my bog will await for no one. I forfeit to your obviously mighty skills," and walk away.
- If the players think he is suspicious and push him, he will reveal himself and disappear. Go to the **Theft** section on the following page.

The final match will either be between two players, or against Grand Prix. If no players made it to the final round, it's between Grand Prix and Mike R.

- Grand Prix rolls with advantage, and makes his opposed check at +7.
- When the final match concludes, Magic Man will trigger his distraction and execute the theft. Go to the **Theft** section on the following page.

The grand prize for the Tournament is a Cool Guy Cup.

- If the players trigger the theft prior to the Tournament, and neutralize the threats without significant damage occurring to the Tournament or its participants, the organizers will give them the Cool Guy Cup as a gift.
- If the players publicly announce that they are going to catch Magic Man, Grand Prix will give them the Cool Guy Cup he has won.

THEFT

(If Magic Man triggers his distraction) A booming noise echoes through the hall, as the card trading stalls collapse in on themselves, consumed in a bright yellow blaze. A neatly dressed goblin comes running into the center of the Tournament, shrieking, "Gone! Gone! My Unlimetrical Cornfield Set is ALL GONE!"

Magic Man has stolen the Unlimetrical Cornfield Faction Set and escaped the Tournament. The players must determine where he is going and follow him to recapture the Alphametrical Immortal Maize Walker and prevent his evil scheme. Magic Man, of course, wants the heroes to find him, and has told several people where he was going—straight to the edge of the Spooky Forest. He is actually headed to the Haunted Swamp, where his scheme to raise an army of Card Wars monsters is already underway. He has designed a trap to spring on the players if they attempt to follow him to the Spooky Forest.

The neatly-dressed goblin will tell you that he saw the yellow-hatted man grab the cards and jump through a portal.

- If the players ask if the goblin had seen Magic Man before, he says no.
- If the players ask why the cards are so special, the goblin tells them they're the first public printing of Card Wars and that makes the cards extra valuable.
- If the players ask if the cards have magic to them, the goblin hedges about whether there is anything special about these cards.
- If pushed, he admits that the cards can help summon and control beasts.

- If the players ask about the Alphametrical Immortal Maize Walker or show the Alphametrical Pig, the goblin will show them how to flop the card without summoning the creature to destroy a cornfield.
- If the players say they will get the goblin his cards back, he promises to pay them 1000 gp.

If the players investigate the stalls:

- They discover a note left by Magic Man (see page 14).
- If the fire was triggered, they may use the Create Water cantrip or Charisma or Strength checks to handle the blaze.
- If the players quell the blaze quickly (one or two rounds), the organizers will give them the Cool Guy Cup as a gift. This should require three successful quick fixes, or a great plan.

If the players interview other attendees about Magic Man, they can learn the following:

- Anyone in the food stands will report they saw a man in a yellow hat who smelled of swamp fries.
- Moniker reports that the man in the yellow hat told her he loved his brand-new tree house.
- Mike R. played against Magic Man in disguise during the Tournament. When Magic Man used the Maize Walker, he reportedly said "I'll take you home to your pretty forest bower soon, my sweet." Mike R. thought it was weird.
- Todd and Jennings report that they had to go back for new corn burgers because their first burgers mysteriously wilted when they walked past a man in a yellow hat. If the players succeed on a DC 10 Charisma check of any kind, one of them will remember that he had muddy wet boots.
- Choose Goose didn't see Magic Man, but reminds the players that Magic Man always has a deceitful plan.
- Any investigation of the Tournament area or the card trading stalls reveals a note, left behind by Magic Man.
- Grand Prix offers to teleport the players anywhere they need to go.

SEARCH YE FAR OR SEARCH YE NEAR
MAGIC MAN WILL NEVER FEAR

YE MUST HEAD NORTH, BUT WATCH YOUR BACK
THE SPOOKY FOREST HAS A KNACK

OF WATCHING, OF TALKING, OF BLOCKING
THE WAY. RESIST AND GET A SOCKING

FROM FIST OR FROM HUSK
YOU MUST ARRIVE BEFORE DUSK

BUBBLED GASSES IN SIGHT
WITHIN FOREST'S MIGHT

YOU'LL CHALLENGE THE BEST
AND FAIL LIKE ALL THE REST

- MAGIC MAN

PART 3: BATTLE FOR OOO

A FIGHT

If the heroes travel to the Spooky Forest, read this text box. If the heroes travel straight to the Haunted Swamp, skip to **A Trap** below.

You stand in a cornfield. The corn has grown high here at the edge of the Spooky Forest, and you cannot see exactly where you are or where you are going.

Perception 18: The corn rows loop confusingly, seeming to return back to the center where you stand.

The players must navigate their way out of the cornfield. Any player who just walks out will find themselves back where they started. Any player succeeding on a DC 16 Survival or Perception check 3 times (at each "turn") without failing twice escapes.

- If a player perceives the nature of the corn maze but fails twice in an attempt to escape, they will attract a small Fear Feaster that will attack the lead player (+6 to attack, 1d3 psychic damage) at the beginning of every encounter until the player does something demonstrably brave, or tricks it into the open where it can be blasted (AC 12, 24 hp, immune to non-magical damage).

While the players are attempting to escape, the Immortal Maize Walker hides among the corn and attacks each turn.

- As long as the players are in the corn, the Maize Walker has advantage.
- The Maize Walker moves past the players and is hidden by the corn. A DC 14 Perception check spots him so he may be attacked with ranged weapons.
- If the players escape, the Maize Walker will flee.
- If the players destroy the Maize Walker, he will trample the corn flat in his death throes.
- The Alphabetical Pig can be flooped to destroy the cornfield, counting as 2 successful skill checks.
- The Pig can be summoned and will eat the party out of the cornfield in three rounds.

The players escape, following the trail to the Swamp.

A TRAP

Players who went first to the Spooky Forest have a chance to notice that the Swamp has been disturbed when they approach. If any player has a passive perception of 16, or makes a DC 16 Perception check, let them know that the vines and brushes have been obviously shifted around to funnel them towards a specific clearing in the marsh. They may make a DC 13 Survival or Stealth check to approach the clearing from the side. Players who went straight to the Haunted Swamp simply arrive in the clearing.

In front of you is a peaceful and innocuous clearing. A thick, humid haze lingers in the air of the Haunted Swamp. (If the players have entered the area) As you step into the clearing, the haze immediately thickens into a noxious cloud and you begin to cough.

- Any player stepping into the clearing must succeed on a DC 13 Constitution Save or become nauseous for 1d4 rounds. If the cloud is triggered by a player, move ahead to the **Feature Match**.
- If the players wait or if they trigger the gas without entering the clearing, move ahead to the Feature Match, but Magic Man must make a DC 13 Constitution Save or be rendered nauseous instead of the players.

FEATURE MATCH: MAGIC MAN

Magic Man appears in the muck, and he says to you, "Here to challenge me? Well get ready, 'cause I've just finished making a few changes to my deck!" He begins to grow to massive size as he turns to face you. As he shuffles his deck, he creates a great wind that picks you up and moves you 40 ft. away from him. You now stand spread evenly across a distance of 50 ft.

The battle with Magic Man is structured like a game of Card Wars. If you have access to Card Wars components, you can lay out the battlefield with Landscape tiles. This battle has three phases, each coinciding with Magic Man's increasing rage as he loses. On his turn, he may take actions in the Card Wars game: summoning monsters, attacking or flooping them (which activates their abilities), or drawing cards. Magic Man's card monsters will only attack on his orders, but they may take attacks of opportunity if the party attempts to break past them to get to Magic Man. Any attacks made to Magic Man in his giant state (Phases 1 and 2) will be resisted.



Magic Man's cards in hand are represented by his prepared list of actions or monsters. At the start of each turn, he draws a card. Then on his turn he may take two actions from the following list:

- **Draw.** Roll from the following table of cards and add that card to his prepared list.
- **Play.** Remove a card from the prepared list. If it's a monster card, summon it on an empty Landscape if available. If it's a spell card, use its effect.
- **Floop.** Once played, the Immortal Maize Walker may be flooped to destroy a Landscape. If a Landscape the players are standing on is destroyed in this way, they each take 1d4 damage and treat the area as difficult terrain for the rest of the encounter.
- After using both of his actions, Magic Man goes to the Fight Phase. All of his card monsters make attacks against their nearest enemy. If the players enter close range of Magic Man, he will also make an attack against the closest player.

CARD TABLE: (d10)

1-4	Ethan Allfire
5-7	Husker Knight
8-9	Sludger
10	Hot Dog Rain (as Stinking Cloud plus Grease)

Phase 1 - Just a Game

Magic Man lays out his Landscape tiles in front of each of you, which crushes the swamp before you, and he draws a few cards from his deck. As he plays them, the monsters from the cards rise up from the Landscapes in full size. Several Husker Knights on steeds made from hay ready their corn lances and charge towards you.

The first phase consists of three to four rounds of combat against Magic Man's card monsters. During this phase, Magic Man mostly follows the rules of Card Wars, only taking two actions on his turn and fighting with each of his monsters sequentially at the end of his turn. Magic Man should be near the top of Initiative to make the pattern of this phase immediately apparent to the party.

On Magic Man's first turn he starts with the Immortal Maize Walker and four random cards from the table above.

- If Magic Man is first in Initiative, he can't flop or fight on his first turn.
- Magic Man can only have four card monsters active during the first phase, as there are only four Landscapes. Each Landscape may only have one creature at a time.

- Magic Man will likely play his weakest cards first, since he's intending for this to be a standard game of Card Wars. The party may use this to their advantage, choosing to leave some card monsters untouched so that Magic Man won't summon more powerful monsters. This will exacerbate his explosive behavior in the second Phase.
- Players choosing to approach Magic Man must choose one of the four Lanes to enter. There are three cornfield and one swamp Landscape.

As you take Magic Man's turns, keep a count of how many cards he's played and how many cards are in his hand. His initial five cards plus four rounds of drawing twice (once at the start of the turn, once as an action) leave him with thirteen cards drawn or played. It's important for Phase 2 that Magic Man has at least ten cards at the start of the phase. Since Card Wars decks are 40 cards total, he should have well over 20 remaining as long as he doesn't draw too often.

Phase 2 is triggered by Magic Man realizing that the players aren't acting in accordance with Card Wars rules. Any kind of non-standard player behavior can set him off, including but not limited to attacking more than once, moving to a different Landscape, or using any non-attacking actions ("flooping") and attacking in the same turn. If the players are intent on following the rules, something as simple as choosing not to attack in a turn can draw Magic Man's ire.

Phase 2 - Not Playing Fair

Magic Man shouts in rage, "Not Fair! Not Fair! You have to play by the rules or you'll end up as drools." He grabs his full set of Unlimetical Cornfield cards and starts to pull handfuls at a time, tossing them towards you as he chants magical incantations.

Furious that the party has "cheated," Magic Man begins cheating, too. For around two rounds of combat, Magic Man will aggressively draw and summon more cards than he should be able to. In practical terms, Magic Man may take six actions on his turn rather than the usual two and may play multiple creatures on a single landscape. As he plays more and more cards, the players may be overwhelmed by the mob of card creatures.

- Magic Man's mob can be tracked as pools of health rather than as individual creatures. Whenever Magic Man summons a creature to a Landscape, add its hit points to a total representing all the remaining creatures on that Landscape, and increase the number of creatures by one.
- Each successful attack by the players should reduce the total hit points on the Landscape and reduce the number of creatures by one. The last creature isn't destroyed until the total hit points reach 0.

- During Magic Man's attacks, have the most powerful creature on a Landscape make an attack. If the number of creatures on the Landscape is double the number of players or more, attack with advantage. If the creature hits, add additional damage equal to the number of creatures on the Landscape.

Phase 2 can end in a number of ways via player action and cleverness. The following are a few rolls that can be offered to players and examples of their successful outcomes:

- **Insight DC 10:** Goad Magic Man into cheating more! He'll get so caught up in drawing more cards and summoning more creatures that he'll accidentally draw a card while his deck is empty. When Magic Man runs out of cards, he quits in frustration. Practically, Magic Man draws an extra six cards and plays three of them every time the players goad him.
- **History - Card Wars; DC 15:** Defeat Magic Man's mob using your superior knowledge of Card Wars. He plays a Cornfield deck, which gives each of its creatures bonuses for being in cornfields or being near other Cornfield monsters. Since Magic Man is playing in a swamp, the party can lure his monsters off of the Landscape and they'll lose their power.
- **Perception DC 15:** Magic Man's army is a disorganized mob, and he's spending too much time playing cards and not attacking. The players can roll successive Perception checks to identify the creatures leading the pack and defeat them, at which point other nearby creatures will flop themselves.

Phase 3 - Your Last Pathetic Card

The Magic Man's shoulders slump. "I never get a good draw," he whines as he throws the Unlimetical Cornfield Set aside. The Landscapes around you ebb away as he turns to flee, rapidly shrinking down. As you step forward to chase him, you hear the groan of a foul corn-hating beast and see that between you and Magic Man stands the Immortal Maize Walker.

Once the players have defeated Magic Man's army of card monsters, he'll shrink back down to normal size, now weakened. His Landscapes and all monsters on them will poof out of existence and the players may finally engage him directly. Since Magic Man is exhausted, he'll summon forth the Immortal Maize Walker one more time to occupy the players as they attempt to prevent his escape. This final phase is split between the players avoiding terrain hazards created by Magic Man and beating down the Immortal Maize Walker in direct combat.

- Magic Man will move 20 ft. through the swamp each round towards a portal that is 200 ft. away.
- Magic Man will cast a variety of spells that create difficult terrain or clouds: Entangle, Grease, Fog Cloud, and Stinking Cloud. He will cast one per round until he runs out.
- If Magic Man flees or loses concentration, the Immortal Maize Walker will disappear and must be resummoned. Magic Man will use his three Legendary Resistances as well as his flight to avoid most player attacks, but on the chance that they do hit, he must make a Wisdom saving throw to keep up his concentration.
- If players can defeat the Immortal Maize Walker before Magic Man can escape or prepare a teleportation spell, Magic Man will take psychic damage equal to twice the damage of the final blow. Magic Man cannot die by normal means, but he can be captured and/or knocked unconscious.

Resolution

Magic Man has been stopped! As you survey the wreckage of the Haunted Swamp around you, suddenly Prismo appears with a large conical device. He begins to point it around him and the swamp magically repairs itself as the shattered corn husks and sticky, syrupy blood disappear. Prismo says, "Thanks, dudes! I got this from here."

- If Magic Man is captured, the Pig will want to take him back to the Card Wars Tournament for proper judgment.
- If Magic Man is defeated and escapes, he'll throw away his Card Wars deck and grumble about variance as he leaves.
- The Pig will confiscate both Alphametrical cards after the combat and will return them to Prismo. If the players try to hold onto the Alphametrical cards, Prismo will threaten them with the large conical device—also called "The Maid."
- Prismo will pay any promised reward but will then ignore the players, unless they ask for pickles.
- If the players return to the Tournament and give back the Unlimetical Cornfield Set, the goblin will pay them 1000 gp or the equivalent.
- If the players return to the Tournament, the organizers ask for a photo they can put up on the wall to recognize their accomplishment. Any player who wishes may update their story to include "Hero of the Card Wars Tournament" and may change their Yonder to "Sweet Card Wars Cards."

BESTIARY

Magic Man

Medium Humanoid Martian, Chaotic

Armor Class 16

Hit Points 62 (13d6 + 13)

Proficiency Bonus +4

Speed 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	18 (+4/+8)	16 (+4/+8)	14 (+2)

Skills Arcana +8, Acrobatics +7, Performance +6, Insight +7

Senses Passive Perception 13

Languages Common

Challenge 13

SPECIAL ABILITIES

Legendary Resistance (x3): If he fails a saving throw, Magic Man can choose to succeed instead.

SPELLCASTING

Save DC 16

Ray of Frost: +8, 3d8 Cold Damage and -10 ft. movement

Grease: 3/day

Entangle: 3/day

Sleet Storm: 3/day

Suggestion: 3/day

Stinking Cloud: 2/day

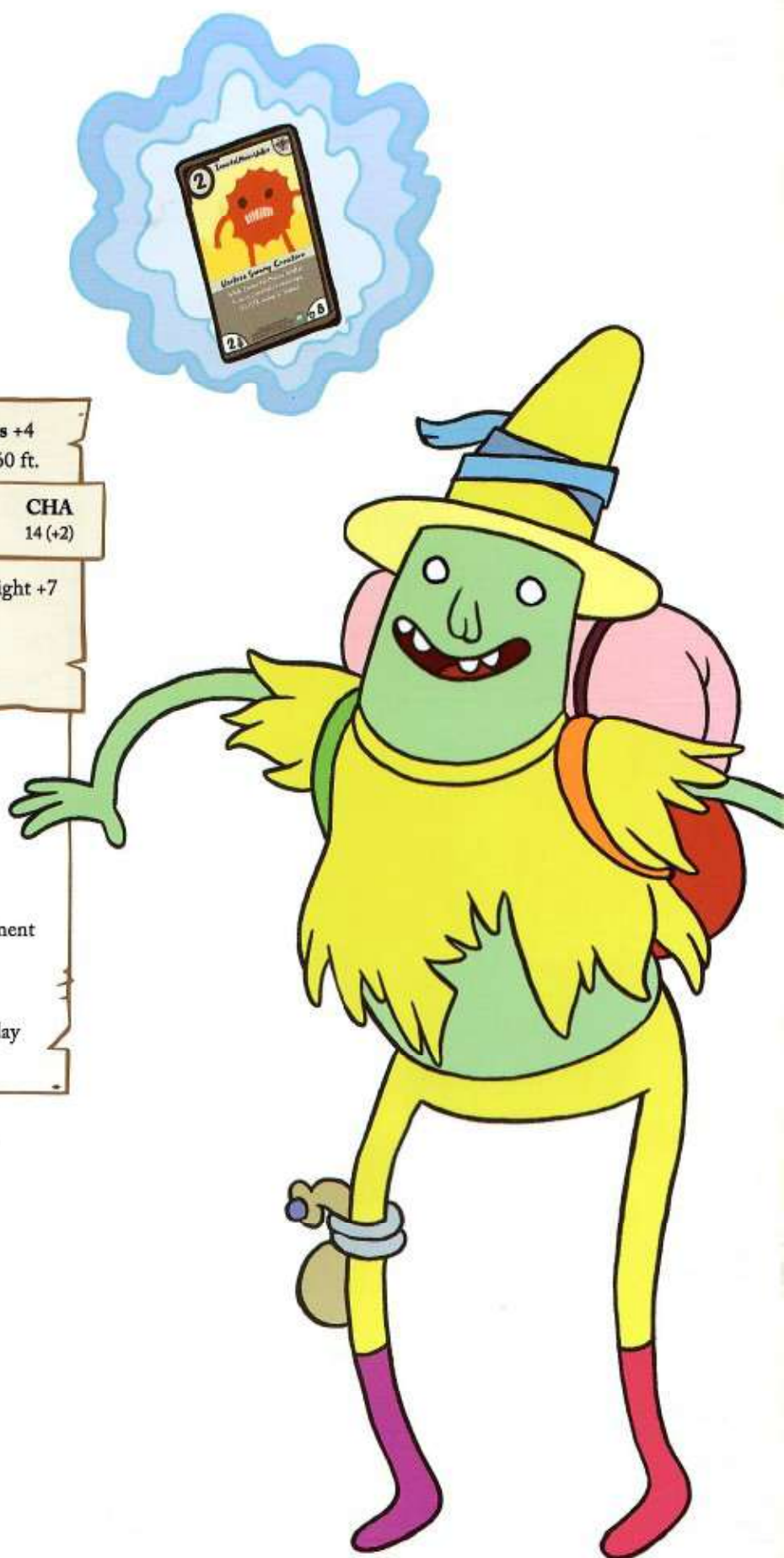
Dimension Door: 2/day

Creation: 2/day

Programmed Illusion: 1/day

Symbol: 1/day

Magic Man will avoid combat at all costs, generously using his lowest level spells first to slow pursuit—Grease, Sleet Storm, Entangle. If an enemy closes, he will use Stinking Cloud, Suggestions, and Dimension Door to try to escape. If he only gets a little distance at this point, he will use his highest level spells to attempt to create an elaborate trap for the players so he can escape.



Husker Knight

Medium Humanoid Plant, Chaotic

Armor Class 13

Hit Points 13 (2d8 + 4)

Proficiency Bonus +2

Speed 40 ft.

STR

14 (+2)

DEX

13 (+1)

CON

14 (+2)

INT

10 (+0)

WIS

10 (+0/+2)

CHA

10 (+0)

Skills Athletics +4

Senses Passive Perception 10

Languages Common

Challenge 1/4

SPECIAL ABILITIES

Advantage on ability checks and saves in cornfields

ACTIONS

Corn Lance: +4 d8+2 piercing

Rally: Grant an ally Advantage on its next attack



Sludger

Large Humanoid Plant, Chaotic

Armor Class 13

Hit Points 23 (3d8 + 9)

Proficiency Bonus +2

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3/+5)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +6

Senses Passive Perception 10

Languages Common

Challenge 1/2

SPECIAL ABILITIES

Advantage on ability checks and saves in cornfields

All Adjacent Creatures get +2 to damage rolls

ACTIONS

Club: +6 2d6+4 bludgeoning



Ethan Allfire

Small Humanoid Plant, Chaotic

Armor Class 12

Hit Points 4 (1d8)

Proficiency Bonus +2

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2/+4)	10 (+0)	10 (+0)	10 (+0)	14 (+2)

Skills Athletics +2, Arcana +2

Senses Passive Perception 10

Languages Common

Challenge 1/8

SPECIAL ABILITIES

Advantage on ability checks and saves in cornfields

ACTIONS

Punch: Natural Weapon Attack +4

Hit: d3+3 fire, target must make a Dexterity Save DC 14 or catch on fire (d3 fire damage per round until put out).

Enflame: One target must make a Wisdom Save DC 14 or be forced to attack Ethan Allfire.



Immortal Maize Walker

Medium Humanoid Plant, Chaotic

Armor Class 13

Hit Points 32 (5d8 + 10)

Proficiency Bonus +2

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3/+5)	14 (+2)	10 (+0)	16 (+3/+5)	10 (+0)

Skills Perception +5, Stealth +5

Senses See through Corn, Passive Perception 15

Languages Common

Challenge 1

SPECIAL ABILITIES

Ignore difficult terrain

Advantage to attack creatures in cornfields

Sneak Attack +1d6

ACTIONS

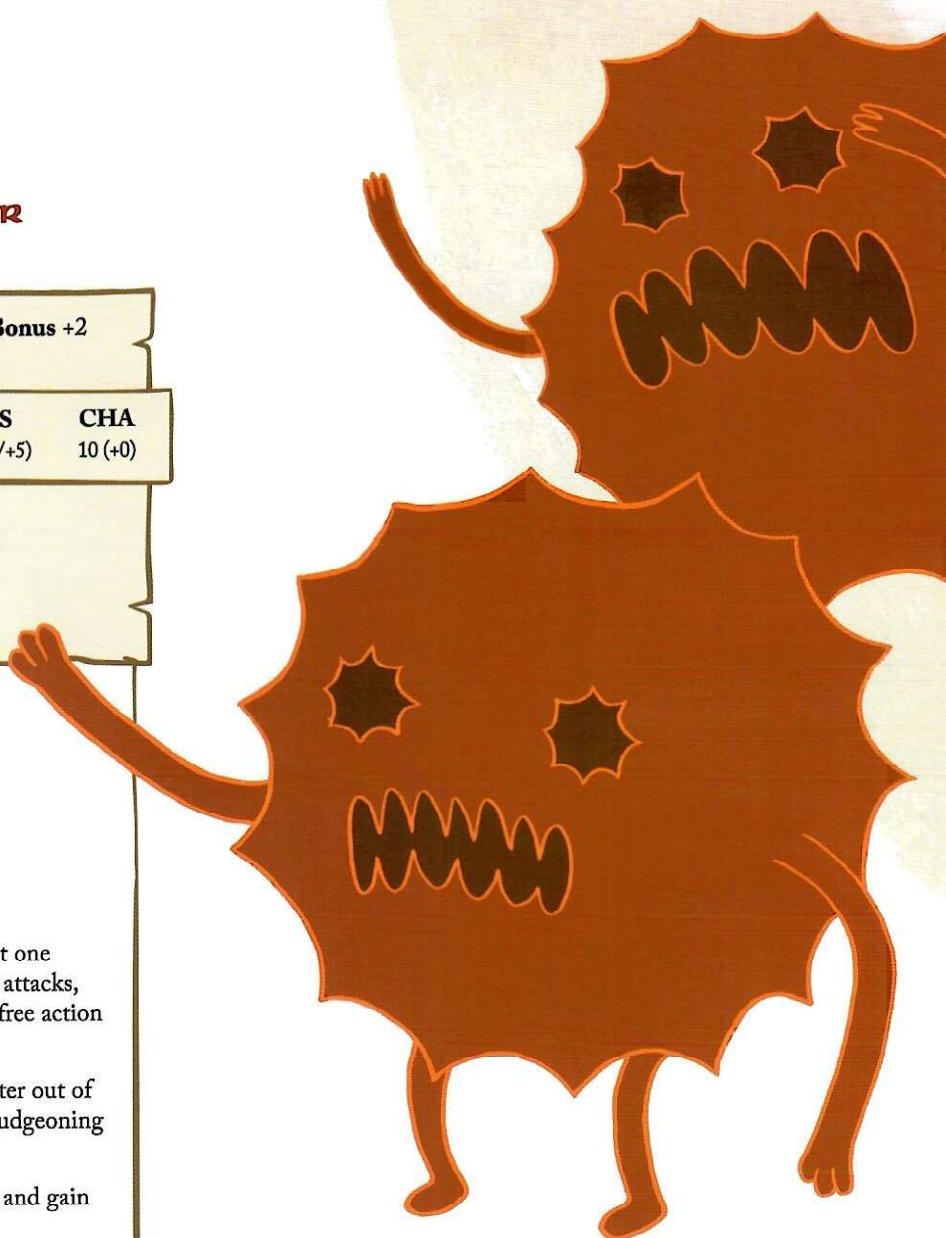
Mow: Move 40 ft. and make a bite attack against one target you pass. You do not provoke opportunity attacks, and if in cornfields, may make a hide check as a free action at the end of your movement.

Animate Corn: Create an Undead Swamp Monster out of dead corn. The monster has 7 hp and makes a bludgeoning attack at +2 that deals 1d6+2 damage.

Consume: Destroy a 10 ft. x 10 ft. square of corn and gain 1d8 temporary hit points.

Bite: +5 d6+3 piercing damage and DC 11 Constitution Save or be affected with Corn Blight.

Corn Blight (Common Disease): Each morning you become discolored and your maximum hp is reduced by 1d3. If your hp are reduced to 0 you become permanently Incapacitated and become a rich brilliant array of dark colors. Corn Blight may be cured by a knowledgeable person with a DC 13 Medicine check or any magical healing.



Large House Person

Large Humanoid Construct, Lawful

Armor Class 10

Hit Points 8 (1d8 + 2)

Proficiency Bonus +2

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4/+6)	8 (-1/-1)	14 (+2/+2)	10 (+0/+0)	8 (-1/-1)	10 (+0/+0)

Skills Intimidate +2, Athletics +6

Senses Passive Perception 9

Languages Common

Challenge 1/8

ACTIONS

Shove: +6, 5 bludgeoning damage

Punk

Medium Humanoid, Chaotic Neutral

Armor Class 12

Hit Points 4 (1d8)

Proficiency Bonus +2

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14	14 (+2/+4)	10 (+2/+2)	10 (+0/+0)	8 (-1/-1)	10 (+0/+0)

Skills Intimidate +2

Senses Passive Perception 9

Languages Common

Challenge 1/8

ACTIONS

Dagger: +1: +5, 6 piercing damage

Fear Feaster

Small Spirit, Chaotic

Armor Class 14

Hit Points 24 (5d8)

Proficiency Bonus +2

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	10 (+0)	10 (+0)	18 (+4)

Skills Insight +4, Stealth +6, Deception +6, Intimidation +6

Senses Passive Perception 10

Languages Common

Challenge 1

SPECIAL ABILITIES

Immune to nonmagical damage

Hide in Body: A Fear Feaster can squeeze down to occupy infinitesimal spaces, and can travel along with any living creature undetectably this way. It can emerge as a movement action.

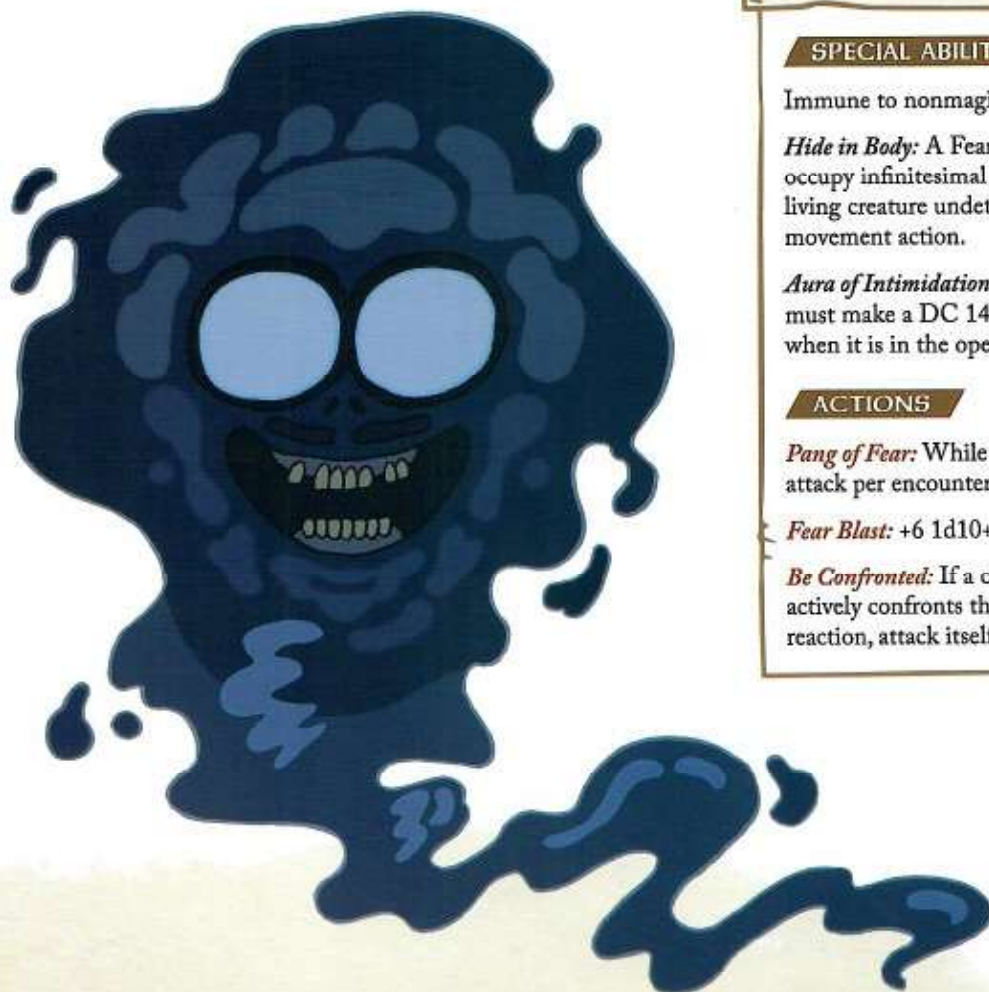
Aura of Intimidation: A creature occupied by a fear feaster must make a DC 14 Wisdom Saving Throw to attack it when it is in the open.

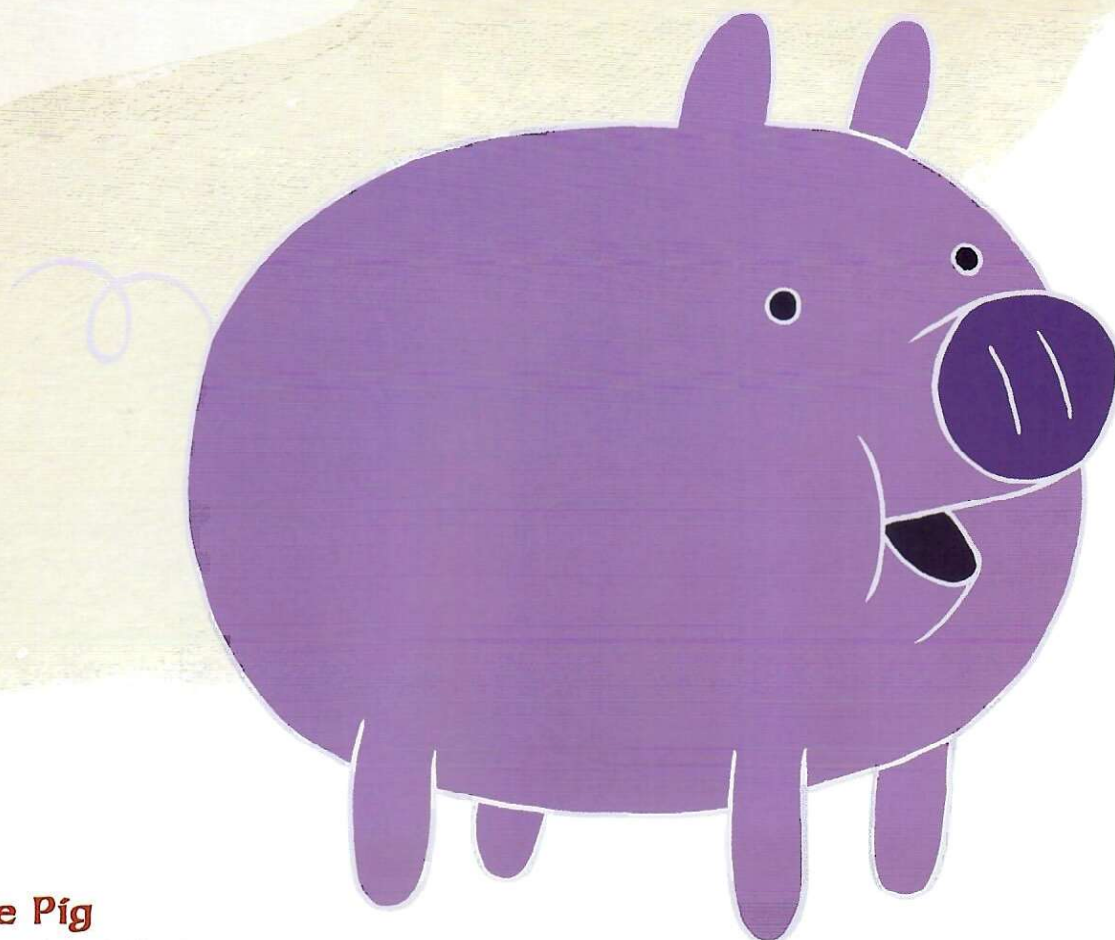
ACTIONS

Pang of Fear: While hidden, a Fear Feaster may make one attack per encounter at +6 that deals 1d3 psychic damage.

Fear Blast: +6 1d10+4 psychic damage.

Be Confronted: If a creature occupied by a Fear Feaster actively confronts their fear, the Fear Feaster must, as a reaction, attack itself with its Fear Blast.





The Pig

Medium Animal, Chaotic

Armor Class 14

Hit Points 26 (4d8 + 8)

Proficiency Bonus +2

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)

Skills Perception +6, Investigate +6, Insight +6

Senses Passive Perception 16

Languages Common

Challenge 1

SPECIAL ABILITIES

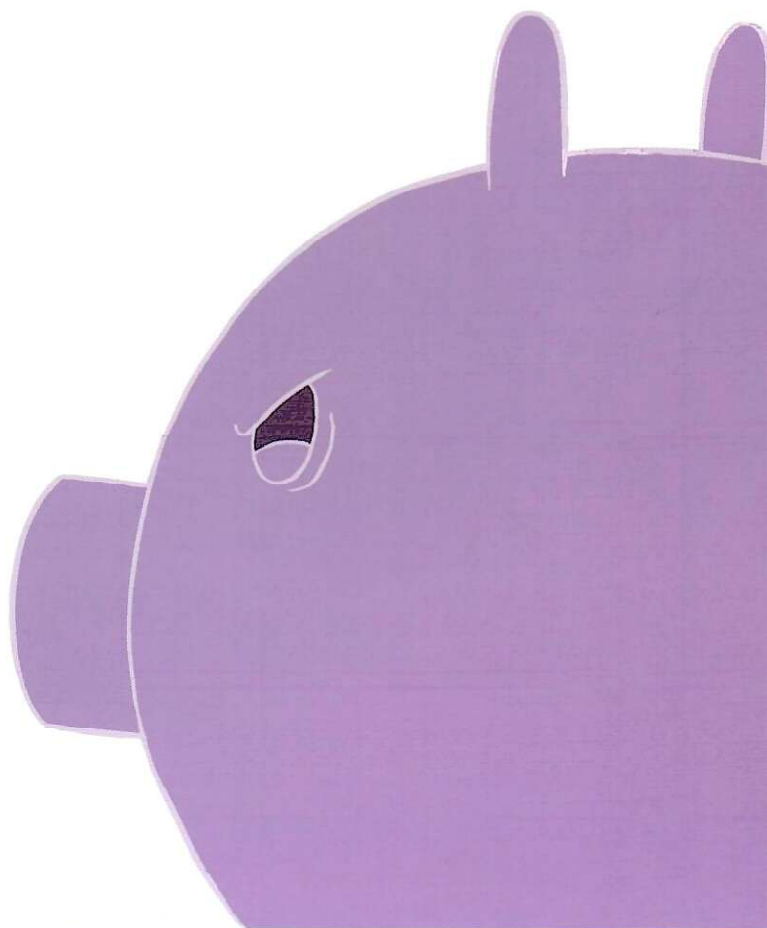
Keen Hearing and Smell: The Pig has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Floop: Cornfield creatures have disadvantage on attack rolls until The Pig readies (at the beginning of its next turn).

Monch: Melee Weapon Attack +4 to hit, reach 5 ft., one target. Hit: 3d4 piercing damage. Any Cornfield creature hit has disadvantage on attack rolls for 1 round.

Mud Splatter: As a movement action, make a 10 ft. x 10 ft. difficult terrain.



MAGIC ITEMS

Cool Guy Cup

Uncommon Wondrous Item

This mug has several small discolorations that move about the cup. It cannot be broken, and may be used as a club in battle that deals one additional point of damage on a successful hit.

All nonmagical drink drunk from the cup is purified and rendered free of poison and disease. It will always taste like lemon-lime soda.

The Cool Guy cup has three charges, which replenish at the rate of one each morning. Any time a user sips from the cup, they may expend a charge for one of the following effects:

1. Gain advantage on all rolls explicitly made to participate in a game of chance for the next hour.
2. Gain the benefits of the *Bless* spell for 1 minute.

Alphametrical Immortal Maize Walker

Artifact Wondrous Item (requires attunement)

A shiny card that radiates a deep power. When activated, it summons an Immortal Maize Walker that is controlled by the card-bearer. The Immortal Maize Walker has its own initiative during combat. As an action, the card-bearer may return the Immortal Maize Walker to the card. If the Immortal Maize Walker dies, it can be summoned again after a short rest. The card can only summon one Immortal Maize Walker at a time.

If the player has been taught how to floop the card, the Immortal Maize Walker may be flooped once per short rest to destroy a landscape of any kind and all life it contains.

A player who succeeds on a DC 18 Arcana check discovers the Alphametrical Immortal Maize Walker also has three charges. Charges may be spent to cast the following spells: *Stinking Cloud*, *Enervation*, and *Wish*.



Alphametrical Pig

Artifact Wondrous Item (requires attunement)

A shiny card that radiates a deep power. When activated, it summons the Pig that is controlled by the card-bearer. The Pig has its own initiative during combat. As an action, the card-bearer may return the Pig to the card. If the Pig dies, it can be summoned again after a short rest. The card can only summon one Pig at a time.

If the player has been taught how to floop the card, the Alphametrical Pig may be flooped once per short rest to destroy a cornfield and all plant life it contains.

A player who succeeds on a DC 18 Arcana check discovers the Alphametrical Pig also has three charges. Charges may be spent to cast the following spells: *Hold Person*, *Dispel Magic*, and *Ice Storm*.

Unlimetrical Cornfield Faction Set

Rare Wondrous Item

A lovely deck of cards that is well used, the Unlimetrical Cornfield Faction Set will have 2d12 cards remaining when it is found. As an action, the holder may draw a card at random and summon a Card Wars Cornfield Creature.

Roll 1d6:

1-3 Ethan Allfire

4-5 Husker Knight

6 Sludger

The creature has its own initiative during combat and is controlled by the card-bearer. After being used, the card disintegrates into dust.

Character Name

Player Name

Experience Points

Fighter

1

Class

Subclass

Level

Born to Bear parents, exhibited an early fortune-telling and/or Species Mutation Talent(s)
 After spending their youth in a swimming hole, they took up as a/an Jester. They always
 have/wear/can get Resource(s). They have set out on adventure seeking honey Yonder

S.T.O.R.Y.

STRENGTH

16

+3 / +5 SAVE

DEXTERITY

14

+2 / +2 SAVE

CONSTITUTION

14

+2 / +4 SAVE

INTELLIGENCE

9

-1 / -1 SAVE

WISDOM

10

+0 / +0 SAVE

CHARISMA

12

+1 / +1 SAVE

ARMOR CLASS

18

MAX: 12

CURRENT HIT POINTS

TEMPORARY

1d10

HIT DICE

PROFICIENCY BONUS

+2

INITIATIVE

+2

SPEED

30 ft

PASSIVE PERCEPTION

10

DEATH SAVED

Successes ○○○○
Failures ○○○○

- ◆ +4 **Acrobatics** (Dex)
- ◆ +0 **Animal Healing** (Wis)
- ◆ -1 **Arcana** (Int)
- ◆ +5 **Athletics** (Str)
- ◆ +1 **Deception** (Cha)
- ◆ -1 **History** (Int)
- ◆ +0 **Insight** (Wis)
- ◆ +3 **Intimidation** (Cha)
- ◆ -1 **Investigation** (Int)
- ◆ +0 **Medicine** (Wis)
- ◆ -1 **Nature** (Int)
- ◆ +0 **Perception** (Wis)
- ◆ +3 **Performance** (Cha)
- ◆ +1 **Persuasion** (Cha)
- ◆ -1 **Religion** (Int)
- ◆ +2 **Sleight of Hand** (Dex)
- ◆ +2 **Stealth** (Dex)
- ◆ +2 **Survival** (Wis)

NAME	BONUS	DAMAGE & TYPE
Longsword	+5	d8 + 5
Handaxe	+5	d6 + 3 Thrown
Guidance Cantrip (grant 1 creature a +1d4 on an ability check)		

ATTACKS & SPELLS

- Long Sword
- 2 Hand Axes
- Scale Mail
- Shield
- Explorer's Pack

DOSH

Weapon & Armor Proficiencies:

Simple Weapons, Martial Weapons, Light Armor, Medium Armor, Heavy Armor, Shields

Tool Proficiencies:

Tarot Cards

Languages:

Common, Bear

- Deflect Missiles
- Counts as Large when Grappling and for Carrying Capacity
- Cast Augury 1/day
- Dueling Style (+2 Damage w/ a single 1h melee weapon)
- Second Wind (1/Short Rest, Heal 1d10+1 hp as Bonus Action)

FEATURES & TRAITS

RESOLVING ACTIONS

Roll d20 + Your Modifier and compare to Difficulty Class (DC).

ADVANTAGE & DISADVANTAGE

Roll twice for advantage and use the higher roll. For disadvantage, use the lower roll.

ACTION SPEED

1 Round or More Out of Combat ONLY

Action

1 per combat round, often attack or spell

Bonus Action

1 per combat round, your turn only

Reaction

1 per combat round, in response to another action

Movement

1 per combat round, move up to your Speed or use a movement ability

Free Action

Unlimited, simple speaking or tasks

TWISTS

When you achieve excellence in pursuit of your Yonder, trigger an adventure Twist.

HIT DICE

Spend during a Short Rest to restore die plus Constitution Modifier.



ADVENTURE TIME

THE ROLEPLAYING GAME

Character Name

Player Name

Experience Points

Ranger

1

Class

Subclass

Level

Born to Vampire and Goblin parents, exhibited an early _____ and/or _____
Species Species Species Mutation Talent(s)
 After spending their youth at the candy store, they took up as a/an Firefighter. They always
Occupation(s)
 have/wear/can get _____. They have set out on adventure seeking love
Resource(s) Yonder

S.T.O.R.Y.

STRENGTH

13

+1 / +1
SAVE

DEXTERITY

16

+3 / +3
SAVE

CONSTITUTION

8

-1 / -1
SAVE

INTELLIGENCE

10

+0 / +0
SAVE

WISDOM

14

+2 / +2
SAVE

CHARISMA

14

+2 / +2
SAVE

14

ARMOR
CLASS

MAX: 9

CURRENT HIT POINTS

TEMPORARY

1d10

HIT DICE

+2

PROFICIENCY
BONUS

+3

INITIATIVE

40 ft

SPEED

14

PASSIVE
PERCEPTION

Successes ○○○

Failures ○○○

DEATH SAVED

- +3 Acrobatics (Dex)
- +2 Animal Healing (Wis)
- +0 Arcana (Int)
- +3 Athletics (Str)
- +2 Deception (Cha)
- +0 History (Int)
- +6 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- +2 Medicine (Wis)
- +2 Nature (Int)
- +4 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +0 Religion (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +2 Survival (Wis)

NAME	BONUS	DAMAGE & TYPE
Short Sword	+5	d6 + 3
Long Bow	+5	d8 + 3
Create Water Cantrip (create up to 10 gallons of clean water)		
ATTACKS & SPELLS		

2 Short Swords
Long Bow & 20 Arrows
Leather Armor
Explorer's Pack

DOSH

Weapon & Armor Proficiencies:

Simple Weapons, Martial Weapons, Light Armor, Medium Armor, Shields

Tool Proficiencies:

Languages:

Common, Abyssal, Goblin, Infernal, Korean, Mushroom, Wolf, Bat

RESOLVING ACTIONS

Roll d20 + Your Modifier and compare to Difficulty Class (DC).

ADVANTAGE & DISADVANTAGE

Roll twice for advantage and use the higher roll. For disadvantage, use the lower roll.

ACTION SPEED

1 Round or More Out of Combat ONLY

Action

1 per combat round, often attack or spell

Bonus Action

1 per combat round, your turn only

Reaction

1 per combat round, in response to another action

Movement

1 per combat round, move up to your Speed or use a movement ability

Free Action

Unlimited, simple speaking or tasks

TWISTS

When you achieve excellence in pursuit of your Yonder, trigger an adventure Twist.

HIT DICE

Spend during a Short Rest to restore die plus Constitution Modifier.

Resistance to Fire Damage
Advantage on Saves vs. Fire
Vulnerable to Radiant Damage
Disadvantage in Direct Sunlight
Bite - 1d6 Necrotic Damage. On a hit, you gain temporary hit points equal to the damage dealt, and advantage on Strength checks and saving throws for 1 minute.

Deal +1d4 damage once per turn when flanking
Darkvision

FEATURES & TRAITS

Character Name

Player Name

Experience Points

Rogue

1

Class

Subclass

Level

Born to Candy Person parents, exhibited an early digesting and/or digesting Species Species Species Mutation Talent(s)

After spending their youth running with the Marshmallow kids, they took up as a/an Shepherd. They always responsibility Occupation(s)

have/wear/can get Resource(s). They have set out on adventure seeking Yonder

S.T.O.R.Y.

STRENGTH

12

+1 / +1
SAVE

DEXTERITY

16

+3 / +5
SAVE

CONSTITUTION

14

+2 / +2
SAVE

INTELLIGENCE

9

-1 / +1
SAVE

WISDOM

10

+0 / +0
SAVE

CHARISMA

14

+2 / +2
SAVE

13

ARMOR CLASS

MAX: 11

CURRENT HIT POINTS

TEMPORARY

1d8

HIT DICE

+2

PROFICIENCY BONUS

+3

INITIATIVE

30 ft

SPEED

12

PASSIVE PERCEPTION

Successes ○○○○

Failures ○○○○

DEATH SAVES

- ◆ +5 Acrobatics (Dex)
- ◆ +2 Animal Healing (Wis)
- ◆ -1 Arcana (Int)
- ◆ +1 Athletics (Str)
- ◆ +6 Deception (Cha)
- ◆ -1 History (Int)
- ◆ +0 Insight (Wis)
- ◆ +2 Intimidation (Cha)
- ◆ -1 Investigation (Int)
- ◆ +0 Medicine (Wis)
- ◆ -1 Nature (Int)
- ◆ +2 Perception (Wis)
- ◆ +2 Performance (Cha)
- ◆ +2 Persuasion (Cha)
- ◆ -1 Religion (Int)
- ◆ +5 Sleight of Hand (Dex)
- ◆ +5 Stealth (Dex)
- ◆ +0 Survival (Wis)

NAME BONUS DAMAGE & TYPE

Rapier

+5

d8 + 3

Shortbow

+5

d8 + 3

ATTACKS & SPELLS

Rapier

Short Bow & 20 Arrows

2 Daggers

Burglars Pack

DOSH

Weapon & Armor Proficiencies:

Simple Weapons, Shortsword, Rapier, Long Sword, Hand Crossbow

Tool Proficiencies:

Thieves' Tools, Lute, Painting Kit

Languages:

Common, Thieves Cant

Advantage on Insight checks against Animals

Advantage on Saves vs. Poison and Disease

As a Bonus Action, spend a HD to heal level+roll hp (once per Long Rest)

Sticky - As a reaction, may attempt to disarm anyone who deals you damage with a melee weapon

Expertise with Thieves' Tools and Deception

Sneak Attack +1d6

FEATURES & TRAITS

RESOLVING ACTIONS

Roll d20 + Your Modifier and compare to Difficulty Class (DC).

ADVANTAGE & DISADVANTAGE

Roll twice for advantage and use the higher roll. For disadvantage, use the lower roll.

ACTION SPEED

1 Round or More Out of Combat ONLY

Action

1 per combat round, often attack or spell

Bonus Action

1 per combat round, your turn only

Reaction

1 per combat round, in response to another action

Movement

1 per combat round, move up to your Speed or use a movement ability

Free Action

Unlimited, simple speaking or tasks

TWISTS

When you achieve excellence in pursuit of your Yonder, trigger an adventure Twist.

HIT DICE

Spend during a Short Rest to restore die plus Constitution Modifier.



THE ROLEPLAYING GAME



Character Name

Player Name

Experience Points

Wizard

1

Class

Subclass

Level

Born to Rainicorn parents, exhibited an early disappearing and/or disappearing Species Species Species Mutation Talent(s)

After spending their youth studying the Rainicorn-Dog war, they took up as a/an Scavenger. They always have/wear/can get their sentinel's scarf. They have set out on adventure seeking a bassist.

Resource(s) Yonder

S.T.O.R.Y.

STRENGTH

9

-1 / $\diamond$ -1

SAVE

DEXTERITY

14

+2 / $\diamond$ +2

SAVE

CONSTITUTION

12

+1 / $\diamond$ +1

SAVE

INTELLIGENCE

17

+3 / $\diamond$ +5

SAVE

WISDOM

13

+1 / $\diamond$ +3

SAVE

CHARISMA

10

+0 / $\diamond$ +0

SAVE

12 **ARMOR CLASS**

MAX: 7

30 ft **SPEED**

11 **PASSIVE PERCEPTION**

1d6 **HIT DICE**

+2 **PROFICIENCY BONUS**

+2 **INITIATIVE**

DEATH SAVES **Successes** $\circ \circ \circ$ **Failures** $\circ \circ \circ$

- $\diamond$ +2 **Acrobatics** (Dex)
- $\diamond$ +1 **Animal Healing** (Wis)
- $\diamond$ +5 **Arcana** (Int)
- $\diamond$ -1 **Athletics** (Str)
- $\diamond$ +0 **Deception** (Cha)
- $\diamond$ +5 **History** (Int)
- $\diamond$ +1 **Insight** (Wis)
- $\diamond$ +0 **Intimidation** (Cha)
- $\diamond$ +3 **Investigation** (Int)
- $\diamond$ +1 **Medicine** (Wis)
- $\diamond$ +3 **Nature** (Int)
- $\diamond$ -1 **Perception** (Wis)
- $\diamond$ +0 **Performance** (Cha)
- $\diamond$ +0 **Persuasion** (Cha)
- $\diamond$ +3 **Religion** (Int)
- $\diamond$ +2 **Sleight of Hand** (Dex)
- $\diamond$ +4 **Stealth** (Dex)
- $\diamond$ +3 **Survival** (Wis)

NAME	BONUS	DAMAGE & TYPE
Dagger	+2	d4+2 Piercing Damage
Fire Bolt Cantrip	+5	d10 Fire Damage
Magic Missile - 3 darts, 1d4+1 Force Damage each Enlarge Double in Length (Cast without Spell Slot 1/day) Burning Hands - 15 ft. cone, 3d6 Fire Damage, Dexterity Saving Throw DC 13 for half Mage Armor - AC 15 for 8 hours Sleep Wisdom Saving Throw DC 13		

ATTACKS & SPELLS

Dagger
Arcane Focus
Sentinel's Scarf -
Advantage on Initiative
rolls and Perception checks
Scholar's Pack
Spellbook

DOSH

Weapon & Armor Proficiencies:

Dagger, Darts, Sling,
Quarterstaff, Light Crossbow

Tool Proficiencies:

Thieves' Tools

Languages:

Common, Korean, Crystal

FEATURES & TRAITS

Chromatic Beam - As a Standard Action, change the color of a target within view for 1 hour
Can always find food when traveling overland
Hide as a Bonus Action
May not equip armor
When you take a double flying move, you may fly up to 120 ft. in a single round

2 First Level Spell Slots
Arcane Recovery - Once per Long Rest, you may recover one 1st level spell slot

RESOLVING ACTIONS
Roll d20 + Your Modifier and compare to Difficulty Class (DC).

ADVANTAGE & DISADVANTAGE
Roll twice for advantage and use the higher roll. For disadvantage, use the lower roll.

ACTION SPEED
1 Round or More
Out of Combat ONLY

Action
1 per combat round, often attack or spell

Bonus Action
1 per combat round, your turn only

Reaction
1 per combat round, in response to another action

Movement
1 per combat round, move up to your Speed or use a movement ability

Free Action
Unlimited, simple speaking or tasks

TWISTS
When you achieve excellence in pursuit of your Yonder, trigger an adventure Twist.

HIT DICE
Spend during a Short Rest to restore die plus Constitution Modifier.

Character Name

Player Name

Experience Points

Bard

1

Class

Subclass

Level

Born to Zombie parents, exhibited an early remembering Talent(s)
Species Species Species Mutation
 After spending their youth in a school for gifted children, they took up as a/an Tart Toter. They always
Occupation(s)
 have/wear/can get Resource(s). They have set out on adventure seeking a perfect sunset.
Yonder

S.T.O.R.Y.

STRENGTH
 14
 +2 / +2
 SAVE

DEXTERITY
 9
 -1 / +1
 SAVE

CONSTITUTION
 14
 +2 / +2
 SAVE

INTELLIGENCE
 10
 -0 / +0
 SAVE

WISDOM
 12
 +1 / +1
 SAVE

CHARISMA
 16
 +3 / +3
 SAVE

ARMOR CLASS
 10

MAX: 10

CURRENT HIT POINTS

TEMPORARY

1d8

HIT DICE

PROFICIENCY BONUS
 +2

+3

INITIATIVE

25 ft

SPEED

9

PASSIVE PERCEPTION

Successes ☐ ☐ ☐ ☐
 Failures ☐ ☐ ☐ ☐
 DEATH SAVED

- ◆ -1 Acrobatics (Dex)
- ◆ +1 Animal Healing (Wis)
- ◆ -0 Arcana (Int)
- ◆ +2 Athletics (Str)
- ◆ +3 Deception (Cha)
- ◆ +0 History (Int)
- ◆ +3 Insight (Wis)
- ◆ +3 Intimidation (Cha)
- ◆ -0 Investigation (Int)
- ◆ +3 Medicine (Wis)
- ◆ +0 Nature (Int)
- ◆ +1 Perception (Wis)
- ◆ +5 Performance (Cha)
- ◆ +3 Persuasion (Cha)
- ◆ +2 Religion (Int)
- ◆ -1 Sleight of Hand (Dex)
- ◆ +1 Stealth (Dex)
- ◆ +1 Survival (Wis)

NAME	BONUS	DAMAGE & TYPE
Long Sword	+4	d8 + 2
Poison Spray Cantrip - Constitution Save DC 12, d12		
Poison Damage		
Charm Person Wisdom Save		
Sleep Wisdom Save		
Cure Wounds Heal d8+3 hp		
Thunderwave 2d8 Thunder + 10 ft. Push, Constitution		
Save DC 13 for half damage		

ATTACKS & SPELLS

Long Sword
 Dagger
 Leather Armor
 Lute
 Entertainer's Pack

DOSH

Weapon & Armor Proficiencies:

Simple weapons, Hand Crossbow, Longsword, Rapier, Shortsword, Lance, Light Armor

Tool Proficiencies:

Land Vehicles

Languages:

Common, Wildberry, Hotdog

Dash - Move 20 ft. as a Bonus Action
 Eidetic Memory - May ask the DM 1 question per Long Rest that they must answer truthfully
 Recall - Once per Long Rest, you may recover one 1st level spell slot
 Immune to non-magical disease
 Vulnerable to Radiant Damage
 Resistant to Bludgeoning, Poison and Necrotic Damage

2 First Level Spell Slots
 Minor Illusion Cantrip
 Light Cantrip

FEATURES & TRAITS

RESOLVING ACTIONS

Roll d20 + Your Modifier and compare to Difficulty Class (DC).

ADVANTAGE & DISADVANTAGE

Roll twice for advantage and use the higher roll. For disadvantage, use the lower roll.

ACTION SPEED

1 Round or More Out of Combat ONLY

Action

1 per combat round, often attack or spell

Bonus Action

1 per combat round, your turn only

Reaction

1 per combat round, in response to another action

Movement

1 per combat round, move up to your Speed or use a movement ability

Free Action

Unlimited, simple speaking or tasks

TWISTS

When you achieve excellence in pursuit of your Yonder, trigger an adventure Twist.

HIT DICE

Spend during a Short Rest to restore die plus Constitution Modifier.

NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no text or other markings on the paper.

